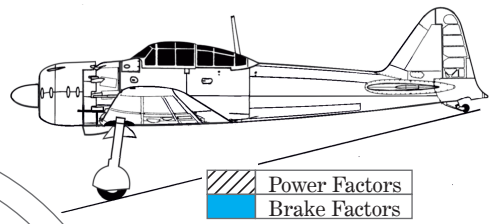
A6M5/5b

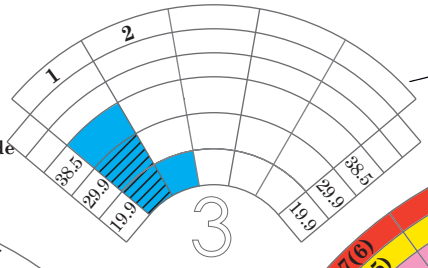
Mitsubishi A6M5b "Zero". Day Carrier Fighter.
P.V.: 16. Engine Type: R. Producer: Imperial Japan.
Used from Oct. '43. About 6,500 A6M5s built.
Note: (x) Maneuver Requirement values apply to Bank/H-Roll/V. Dive./H-Loop only.
Note: 1/2 (one half) Maneuver Requirement allows 4 Turns per Game-Turn. Special Note: Slip can only be followed by one Turn. No Slip in Maneuver Sp.. Non-H-Loop or non-H-Roll inverted Movement Points are not allowed. No outside loop allowed.

Stall Speed	
Maneuver Sp.	
Level Speed	
Dive Speed	



	Power Factors
	Brake Factors

Speed Change



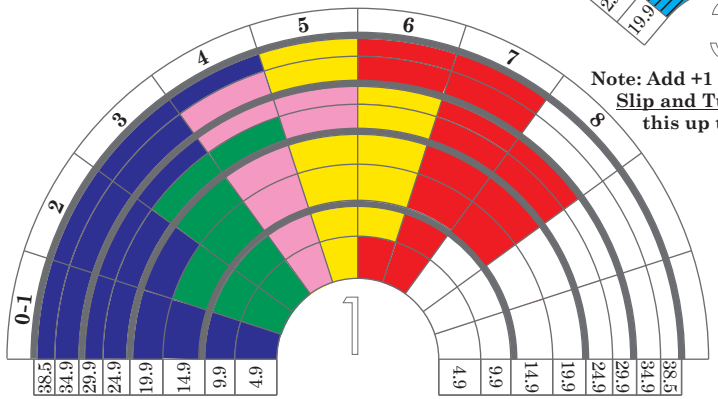
Note: Add +1 power with Slip and Turn only, this up to 24.9.

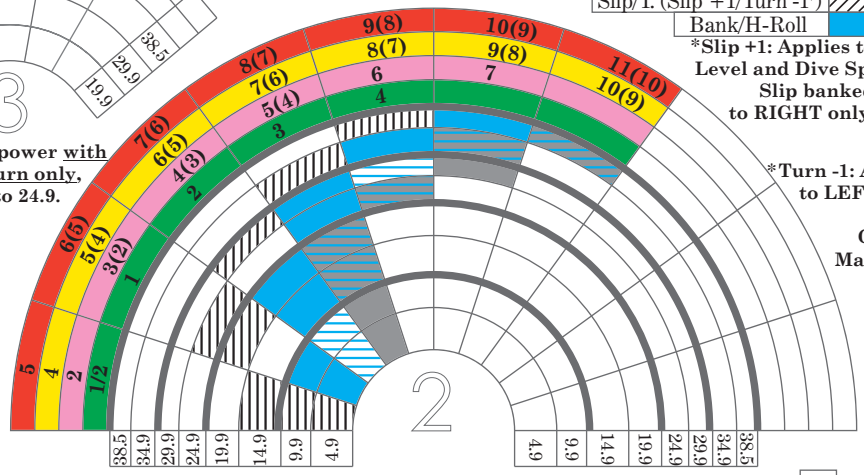
***H-Loop: +.3 to Maneuver/PINK! Sp. black Max. Dive value. Level Sp.: +1.3. Both +.2 per 5.0. (No Dive Sp. values.*)**
***Diving H-Loop not allowed from a Current Sp. above Max. Level Sp..**

Half Loop*		-3
L,R/LB V. Dive		1hx
Slip/T. (Slip +1/Turn -1*)		-S
Bank/H-Roll		+0

***Slip +1: Applies to Level and Dive Sp. Slip banked to RIGHT only.**

Inverted





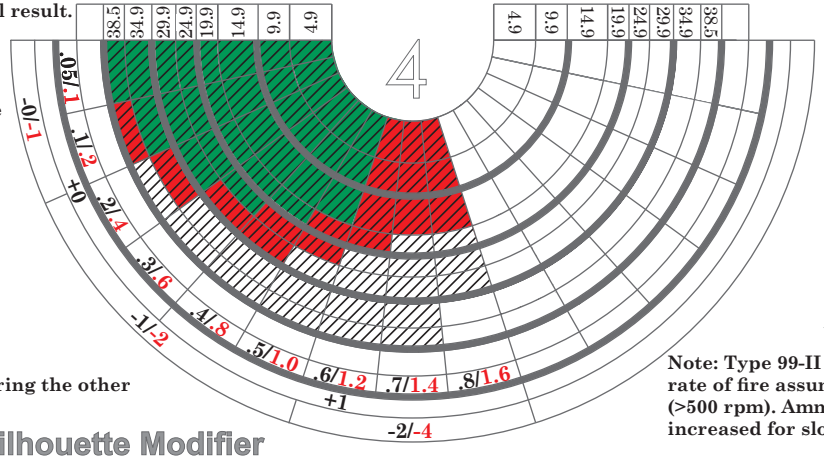
***Turn -1: Applies to LEFT Turn above GREEN Maneuver Speed.**

Speed Increments

Special Note: Right Bank (RB) Max. Climb is -50% (rule #9) MINUS .1 to normal result.

Special Vertical Dive Restrictions:
No V. Dive allowed above Current Sp. of 6.
No Second Consecutive Game-Turn V. Dive allowed.

Altitude Change



Note: If one 2C(4) wing gun is destroyed, firing the other beyond a range of 1 hex makes the Total Gun Factor value equal to the number of available guns. (3 guns = 3 Gun Factors.)

Silhouette Modifier

Silhouette	+2

Maneuverability Requirements

Note: Bank/H-Roll to left above GREEN Maneuver Sp.: -1 always, but only below Dive Sp..

Dive Acceler.		
Climb Deceler.		
Max. Dive		
Dive Sp. Climb		
Max. Climb		

Target Characteristics

5

W	5		Cn	5	Mg	7	
F	4		L	2		G: 6	
C	2		C	–			
E	3	E –	E	–	E	–	
G	2C |	1M |	2G |	2C |			
	(4) |	(4) |	(5) |	(4) |			
	FF	FF	FF	FF			

Variants

Note: Type 99-II Model 4 rate of fire assumed (>500 rpm). Ammo is increased for slow firing rate.

A6M5 W: 4.

G	2C |	1M |	1M |	2C |
	(4) |	(4) |	(4) |	(4) |
	FF	FF	FF	FF

Early drum. Cn: 4.

Special Note: For all 2C or 2G gunfire: No Speed/Hit Table hit reduction for "W" hits during any maneuver or at any speed.